EA SPORTS

RUGBY 06

Wallabies®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-53911

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 575KB minimum • Multitap (for PlayStation®2) compatible: 2-4 players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *EA SPORTS™ Rugby 06* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 before commencing play.

Note: If using a multitap (for PlayStation®2), insert the multitap (for PlayStation®2) into controller port 1 and insert the controllers sequentially into controller port 1-A, controller port 1-B etc.

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Note: Take a look at EA SPORTS™ online at **www.easports.co.uk**

WHAT'S NEW?

EA SPORTS™ Rugby 06 is the home of free-flowing, attacking rugby. Select WHAT'S NEW from the Main menu to get detailed coverage of all the new features, including off-load passing and Impact Players.

COMPLETE CONTROLS

Note: For an introduction to essential rugby tactics, take the guided tutorial drills. (See Practice And Tutorial on p. 6.)

Note: From the Main menu, select EA SPORTS™ EXTRAS > CONTROL HELP for information on controls.

Note: This title does not support the use of the digital controller.

GENERAL GAMEPLAY

When playing *EA SPORTS™ Rugby 06*, controls perform different actions in a match depending upon its current phase of play (e.g. open play, rucks and mauls).

PLAYER WITH BALL

Move Player	left analog stick
Sprint	R2
Pass Left / Right	L1 / R1
Long Pass Left / Right	Hold L1 / R1
Dummy Pass	L1 then tap R1 (or vice versa)
Quick Pass Left / Right	Tap L1 / L2 (before pass is received)
Sidestep	right analog stick (90° from running direction)
Hand-off	right analog stick (180° from running direction)
Off-load Pass	✕ (if able)
Shoulder Charge	right analog stick (in running direction)
Score Try	Tap or hold ✕ (when near or behind goal-line)
Defensive Touchdown	○ (when behind own goal-line)

PLAYER WITHOUT BALL

Move Player	left analog stick
Change Controlled Player	L2
Sprint	R2
Tackle	Run into opposition player
Dive Tackle	✕
High Tackle	Hold R1 and run into opposition player
Dive On Loose Ball	✕
Call A Mark (before catching opposition's kick in your 22m area)	□
Soccer Kick	Hold △ (while running over loose ball)
Jump (for catch from a kick)	○

Note: A high tackle may cause a turnover, but is an illegal move which can be penalised.

SCRUMS

Hook Ball	▣
Push / Rotate Scrum	left analog stick
Collapse Scrum	**R3** button

SCRUMS – ATTACKING

Select Pre-Assigned Set Play (before feed)	directional button
Feed Ball	⊗
Aim Feed Left / Right	right analog stick ⬅ / ➡
Execute Set Play / Scrum Half Pass (to the Backs)	L1 / R1
No.8 Pick Up And Run	▣ / ○
Scrum Half Kick	△

SCRUMS – DEFENDING

Select Defensive Set Play (before feed)	directional button ⬅ Standard / ⬆ Kick / ➡ Wide / ⬇ Tight

EA SPORTS Tip: Angling a feed, hooking too early and collapsing a scrum are illegal moves and could result in a free kick or penalty.

RUCKS

Bind Player	⊗
Kill Ball	Hold **R3** button
Use Hands	Tap **R3** button

RUCKS – OFFENCE

Select Pre-Assigned Set Play (ball in possession)	directional button
Fly Half Take On The Run	Pass to Fly Half + directional button in direction of play
Execute Set Play / Pick-Up And Pass (to the Backs)	L1 / R1
Pick Up And Run	▣ / ○
Pick-Up And Pass (to the Forwards out of ruck)	L2 / R2
Pick-Up And Kick	△

RUCKS – DEFENCE

Select Defensive Set Play (ball out of possession)	directional button ⬅ Standard / ⬆ Kick / ➡ Wide / ⬇ Tight

EA SPORTS Tip: If you take too long to free the ball from a ruck, you risk either losing the ball to the opposition or the referee will award a scrum against you.

EA SPORTS Tip: Killing the ball in a ruck (deliberately preventing the opposition using it) is a useful tactic when you are under pressure, while handling the ball is a good way of gaining possession. However, both are illegal and could result in a penalty and a caution or sending off for the infringing player.

MAULS

Bind Player	⊗
Push	left analog stick
Collapse Maul	**R3** button

MAULS – OFFENCE

Select Pre-Assigned Set Play (ball in possession)	directional button
Execute Set Play / Pass (to the Backs)	**L1** / **R1**
Pass (to the Forwards out of maul)	**L2** / **R2**
Second Row Run	□ / ○
Kick	⊗

MAULS – DEFENCE

Select Defensive Set Play (ball out of possession)	directional button ⬅ Standard / ⬆ Kick / ➡ Wide / ⬇ Tight

EA SPORTS Tip: If you take too long to release the ball from a maul, a scrum will be awarded to the opposition. Collapsing a maul is an illegal move and could result in a penalty against you.

LINE-OUTS

Note: When prompted, you can take a quick line-out as soon as the opposition puts the ball out of play, but you will not have the time to prepare full line-out tactics.

Ready Throw In (Front / Middle / Back)	Hold ⊗ /○ / △
Angle Throw In Left / Right	right analog stick ⬅ / ➡
Trigger Receiver (Front / Middle / Back)	directional button ⬇ / ➡ / ⬆
Release Throw In	Release ⊗ / ○ / △
Take Quick Line-Out (when prompted)	□

EA SPORTS Tip: Angling a throw is illegal and could result in a free kick.

OPEN PLAY KICKS

Note: Move the left analog stick to aim all types of kick. Hold the relevant kick button to power up the kick.

Punt	✕
Grubber Kick	△
Soccer Kick	Hold △ (and run onto loose ball)
Up And Under Kick	□
Drop-Goal Attempt	○

PLACE KICKS AT GOAL

Aim Kick	left analog stick
Start Kick Power Gauge	✕
Stop Kick Power Gauge In Centre Of Accuracy Zone	✕

TAP KICKS

Note: 'Tap' kicks result from selecting RUN after being awarded a free kick or penalty. If you decide to take a quick penalty, it will result in a tap kick and run.

Tap And Run	□ / ✕ / ○
Take Quick Penalty (when prompted)	□

MENU CONTROLS

Note: When navigating menus, both the left analog stick and the directional button can be used for the same action.

Highlight option	↑ / ↓
Select / Advance	✕
Back	△
Change Music Track	**R3** button

SETTING UP THE GAME

USER PROFILE

Your User Profile is a feature that remembers all your settings preferences and

stats so you don't need to adjust them every time you play *EA SPORTS™ Rugby 06*.

Note: It is recommended that you save your User Profile whenever prompted, since your progress is not automatically saved. (See *Saving And Loading* on p. 16.)

PRACTICE AND TUTORIAL

If you haven't played *EA SPORTS™ Rugby 06* before, it's a good idea to familiarise yourself with its controls and moves:

- From the Main menu select GAME MODES > TUTORIAL to reach the training ground and get to grips with the coached tutorial drills.

Once you've got to grips with the essentials, you'll be well-set for a match – or you can continue to hone your skills on the practice ground by selecting various aspects of the game to work on such as SET PLAYS and GOAL KICKING:

- From the Main menu select GAME MODES > PRACTICE > BASIC TRAINING to work on your basic moves or select any other option to hone a particular play.

PLAY NOW

Pick two sides and a suitable venue and get stuck into an exhibition match. If you want a long-term challenge, select a tournament to participate in. (See *Tournaments* on p. 14.)

Controller Setup

When choosing sides for a match, press ⬅ / ➡ to move the controller icon over to the team that you wish to play. If there is more than one player, you can choose to play co-operatively or in opposition. (A maximum of four players can play a multiplayer game.) Any team without a controller icon underneath it when you play a match will be controlled automatically.

Once teams, location and match parameters are set, you can examine player stats, edit your squad, change your default kickers and Captain (C) and choose your set play tactics.

EDIT YOUR SQUAD

1. From the Starting XV screen, press ⬆ / ⬇ to highlight a squad member. Press ⊗ to access his player menu and select SWAP.
2. Press ⬆ / ⬇ to highlight the player to swap with and press ⊗. The two players swap positions.

Note: Substitutes are numbered 16-22 and reserves (who cannot be used in a match) are shown with R next to their name.

Note: The England squad is accurate as of November 2005.

SET PLAYS

From the Starting XV screen, press ▣ to access the Set Play Selection screen. From here you can examine various formations over eight set play categories. (See *Set Play Tactics* on p. 9 for more information.)

PLAYING THE GAME

PLAYER ATTRIBUTES

PLAYER POSITIONS

PR	Prop	HK	Hooker	SR	Second Row
FL	Flanker	N8	Number Eight	SH	Scrum Half
FH	Fly Half	CT	Centre	WG	Wing
FB	Fullback	R	Reserve		

EA SPORTS Tip: Players who are able to play in a variety of positions are useful, though their effectiveness in these secondary roles is diminished, as they are playing out of position where their skills are not best utilised and are more prone to making errors. A player out of position in your starting fifteen is highlighted in red and marked by an exclamation mark.

SPECIAL ABILITIES

Command	Increases team momentum and slightly boosts team ability
Passer	Enhances team mate's sprinting rate and handling when receiving a pass
Playmaker	Improves success rate of set plays
Scoring	Positions himself well for try-scoring opportunities
Tactical Kicking	Proficient at kicking for touch
Crash Ball	Excels at charging the defensive line for 'hard yards'
Tackle Breaker	Heightens chances of breaching tackles
Tackling	Intensifies chances of forcing a knock-on or turnover
Ball Winner	Raises likelihood of winning loose ball
Defensive Organiser	Ensures gaps in defence are tightened and less numerous
Scrummager	Elevates team's chances of winning the scrum
Jumper	Adept at taking lineout ball or affecting a turnover at the lineout

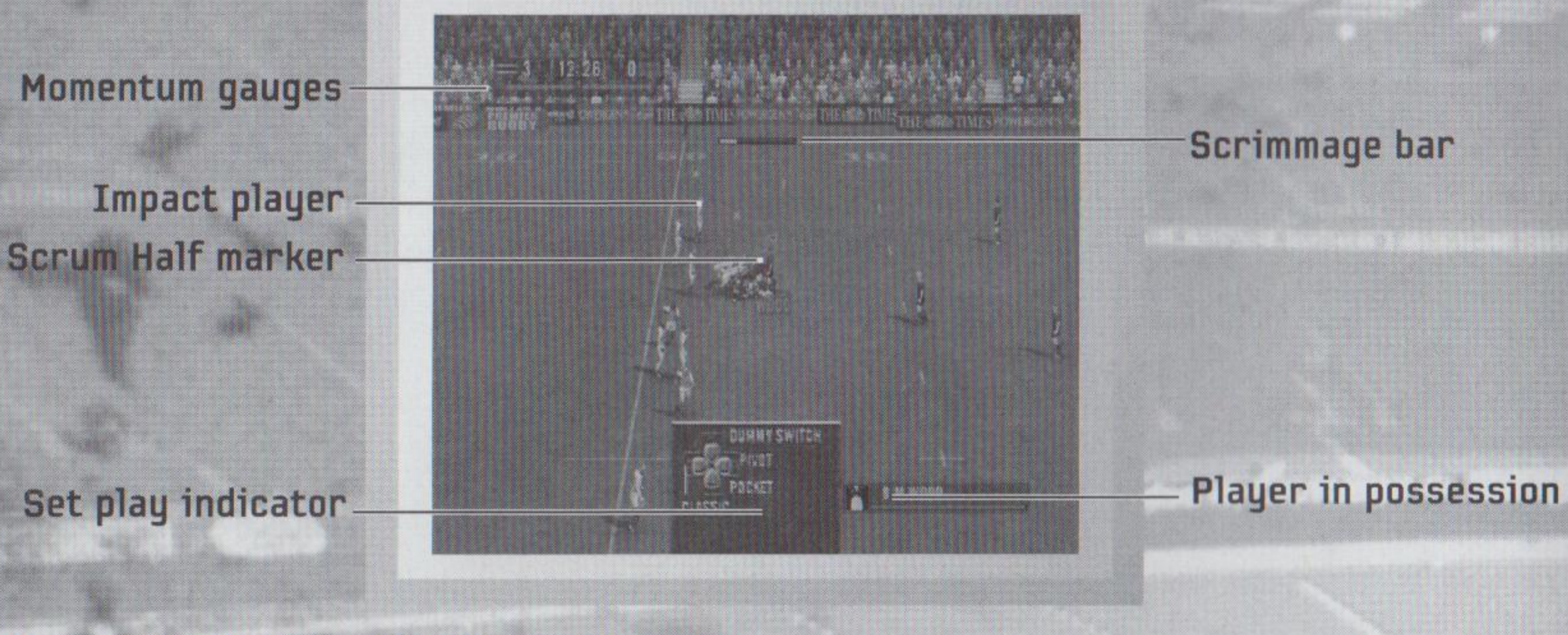
SPECIALITIES

Speciality Icon	Ability	Speciality Icon	Ability
	Strong scrummager		Line-out master
	Tackling expert		Speed merchant
	Dextrous passer		Capable open-play kicker
	Tackle breaker		Talented ruck-ball winner
	Gifted goal kicker		Creative playmaker

IMPACT PLAYERS

Impact Players are the stars of your squad. Used well, each player's particular strengths can have a massive impact on the course of a match. From the Main menu, select WHAT'S NEW > IMPACT PLAYERS to find out more.

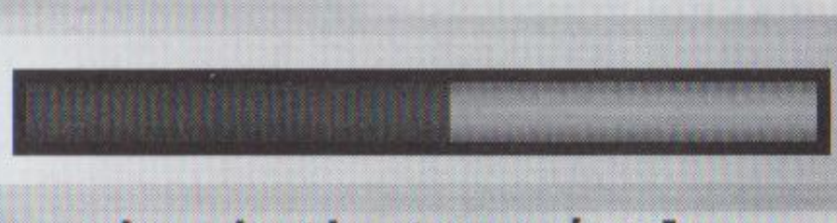
Note: An Impact Player is denoted on the field by a star over his head. You can choose to display Impact Players from the Pause menu: select OPTIONS > DISPLAY OPTIONS and then select Impact Player ON or OFF.



THE MOMENTUM GAUGES

Located at the top left of the screen, the momentum gauges display each team's grip on the match so far. Retain control of the ball to fill your gauge and further increase your chances of keeping it. Continuously recycle possession in order to build attacking momentum – and disrupt your opponent's efforts with big hits and by forcing them to kick for touch. The gauge is affected by such factors as the participation of a player with the Command Special Ability, home advantage, previous tournament results and the opposition's general skill.

THE SCRIMMAGE BAR



During a ruck, maul or scrum, a bar in the teams' colours appears above the scrimmage, indicating the amount of control each team possesses at that moment. The more the bar fills with your colour, the greater control of the ball you've grabbed. The amount of control a team can seize is affected by several factors, including which team went into the scrimmage with the ball in their possession and the ability and number of the players binding in.

SET PLAY TACTICS

During scrums, rucks and mauls, the attacking team can execute one of their pre-assigned set plays. The defending team can also employ one of four defensive set play formations. The set play indicators display the options available to the teams:

The set play indicator (attacking team)

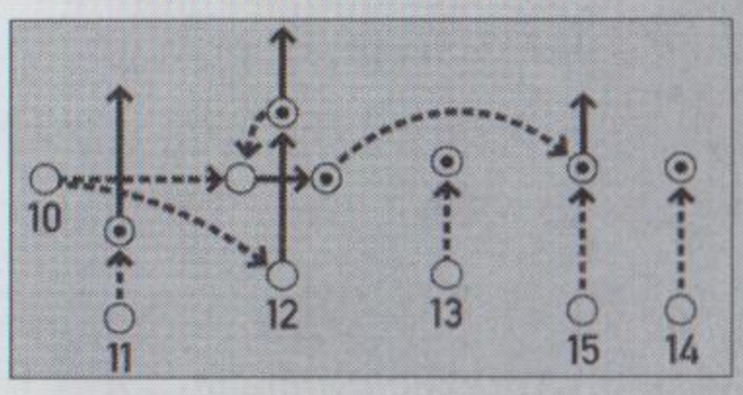
The set play indicator (defending team)

SET PLAY SELECTION

Before you take to the field, you can assign any team's set plays.

1. From the MY RUGBY menu, select SQUAD MANAGEMENT and then locate a team.
2. Press ▣ to access the team's Set Play Selection screen.

Study each set play category's diagram from the Set Play Selection screen, which details every player's instructions (with jersey numbers) when you trigger that set play. Some categories of set play have different running pattern variations to them.



The Pivot Miss set play

KEY TO SET PLAY DIAGRAMS

Empty white circle	Player's starting position
Dotted white circle	Player's position at execution of set play
Dotted blue line	Running path of player without ball (before set play is triggered)
Solid blue line	Running path of player without ball (after set play is triggered)
Solid red line	Running path of player with ball
Dotted red line	Ball in air (pass)
Dotted green line	Ball in air (kick)
Number in red/green box	Sequence of passes
Button icon	Press this button to select this set play's running pattern variation.
DUMMY/SWITCH/DUMMY SWITCH (with fine dotted line)	Type of move when running lines cross

ASSIGNING YOUR SET PLAYS

1. Highlight one of the eight set play categories, then press ⬅ / ➡ to cycle through and study any available variations.
2. Note which categories of set plays are already assigned to the directional button from the Current Assignment box.

- If you want to assign a different category to the directional button, highlight it and press ⊗ to access the Assign Set Plays window.
- From here, assign your category by selecting one of the four directions on the directional button.

3. During the match, press the directional button in that direction to select the set play.

Note: Perfect your set plays on the training ground. From the Main menu, select GAME MODES > PRACTICE > SET PLAYS. For the World League tournament, you can use your actual team to practice these plays from the World League menu.

EXECUTING A SET PLAY

Scrums

Before the ball is played out from the scrum, the attacking team (with the feed) selects one of the four categories of pre-assigned attacking set plays:

1. Press the directional button in the corresponding direction for the set play you want to execute. (The defending team can also select one of their four defensive set play formations in the same way.) The triangular marker above the Scrum Half's head flashes red while his players run to their assigned starting positions. Once the marker turns green the set play can be triggered.
2. If the ball is successfully hooked by the attacking team, the Scrum Half passes to the Fly Half to trigger the set play.
3. If your selected category of set play has any running pattern variations, button icons will briefly appear over certain players' heads. This is when you can choose one: quickly press the indicated button to select this running pattern (and who you will control and end up with the ball).

Note: You can override a set play by taking control of the Scrum Half before pressing a button.

Rucks & Mauls

Once the ball is won in the ruck and before the ball is released from it, the attacking player selects one of four pre-assigned attacking set plays:

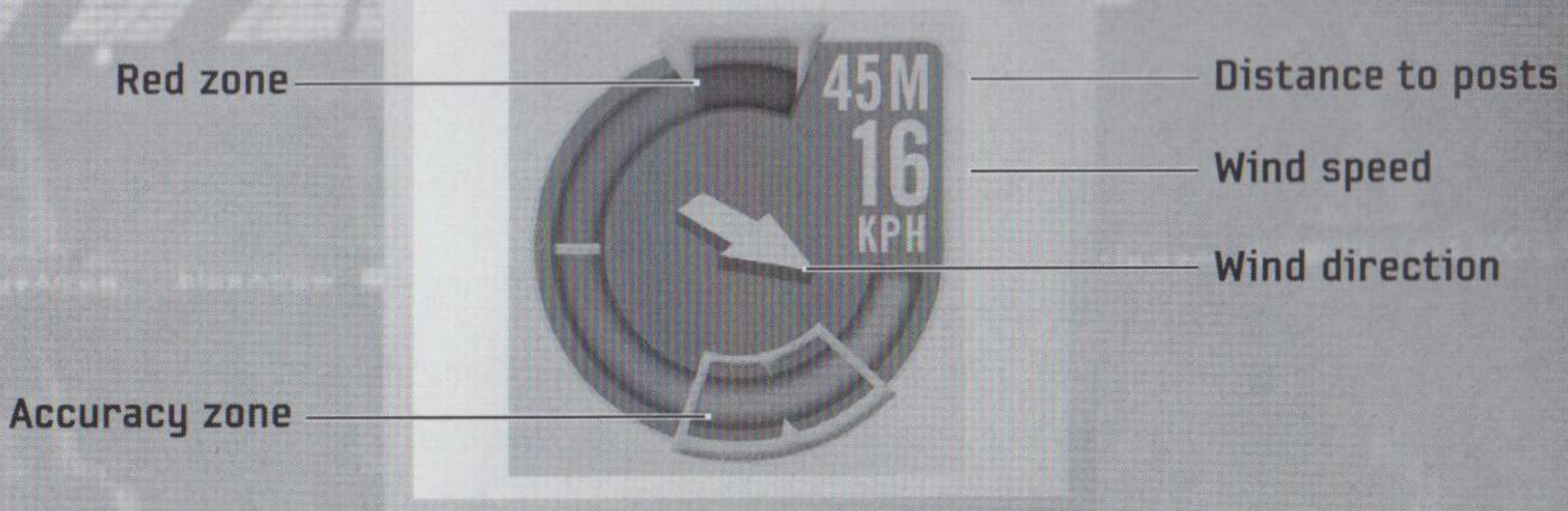
1. Press the directional button in the appropriate direction for the set play you want to execute.
2. Once the marker above the player at the back of the ruck turns green, your players are in their assigned starting positions and the set play can be triggered as for a scrum.

- Once the ball is lost in the ruck, the defending player quickly selects one of their four defensive set play formations in the same way, before the ball is released from the ruck.

Note: Once the attacking team has the ball in its possession in a maul, it cannot be turned over as in a ruck or scrum.

Note: Set plays are always available, even when the directional button set play icon is not displayed. You can turn this Game Help on or off from the in-game Pause menu: select OPTIONS > DISPLAY OPTIONS and then choose your feedback preference from the Radar option.

KICKING FOR GOAL



The kick power meter allows you to control your kicking attempt at goal.

1. Take into account the distance to the posts, wind direction and speed, then line up your kick.
2. Judge how hard you need to kick the ball – the more the meter fills up, the harder the ball is kicked. Press ⊗ to start the kick meter.
3. Press ⊗ again to stop the meter and send it back towards the accuracy zone. Powering the kick into the red zone may give you the extra distance you need but it will be tougher to nail down its accuracy.
4. On its way down, press ⊗ again to stop the meter in the accuracy zone. Try to time it so that the kick is stopped in the dead centre of the zone for maximum accuracy.

EA SPORTS Tip: The better your kicker's Goal Kicking ability, the bigger his accuracy zone and the longer you have to time the kick.

PAUSE MENU

Press START to access the Pause menu where you can view instant replays, make team changes, view match stats, adjust the camera angle, tailor sound, display and gameplay feedback settings, get help with controls, swap controllers or abandon the current match.

Note: If you QUIT a Tournament mode game you automatically forfeit the match.

MAKING A SUBSTITUTION

When one of your players is injured, the Substitution screen appears, listing all the possible replacements. Up to seven players may be replaced during a match and there is no restriction on how many may be subbed per stoppage in play. Players may also swap between positions.

MY RUGBY

SQUAD MANAGEMENT

Customise any squad, select your Set Plays, change your Kickers and Captain and access detailed information on every player.

- Highlight a player and press ⬅ / ➡ to cycle through his General, Special Abilities and Player Attributes stats.

To swap two members of the squad:

1. Highlight the first player you wish to swap, press ⊗ and select SWAP.
2. Highlight the second player and press ⊗. The players swap positions.

To swap a player with one from outside the squad:

1. Highlight the player you wish to replace, press ⊗ and select REPLACE.
2. Toggle through players that are listed by their nationality. Highlight and select any player to replace the player in your squad.

Note: When selecting a player to replace from a club side, the player can be replaced by any other player drawn from any nationality who is not already a member of a European or Super 14 club. When selecting a player from an International side, the player can be replaced in that side by any other player of the same nationality who is not already in the squad.

Note: Ensure you save your Roster changes from the My Rugby menu.

CREATE PLAYER

Fully customise the looks and abilities of a player, include him in a squad then unleash him in a match.

Note: You are able to create up to 89 players.

Choose to CREATE NEW PLAYER from scratch using a template as a starting point or CREATED PLAYERS to edit or delete any previously created players.

PLAYER FACE

In addition to fine-tuning each feature, you can randomise a player's facial look until you're happy with it:

- From the Create Player screen, press ▣ to randomise the player's facial look. If you're happy with a certain feature and want to stick with it, highlight it and press ⬅ / ➡ to lock it. You can continue to randomise his look without that feature being altered.

Note: To add your player to a squad at any time, return to the Create Player menu and select ADD TO ROSTER.

PLAYER ATTRIBUTES

Determine where your player's strengths and weaknesses lie by assigning ratings to attributes such as Agility, then decide where he really excels by allocating him up to three Special Abilities, such as Playmaker.

- Press L1 / R1 to toggle between your player's Player Attributes and Special Abilities menus.

PLAYER INFORMATION

1. Press L1 / R1 to toggle between your player's Player and Position Information menus.
2. From his Position Information menu, assign his Primary and Secondary positions and his Preferred Foot.

Note: When playing in his secondary positions, his effectiveness is diminished due to playing out of position.

1. From his Player Information menu, give your player a name using the on-screen keyboard.
2. Select COMMENTARY NAME to begin searching for a name for the in-game commentary to use for your player. Press ⬅ / ➡ to cycle through the alphabet, then select a name.
3. Select a Height and Weight appropriate to his position and set other personal information.

ADD TO ROSTER

Locate a squad to add your created player to it.

1. Press L1 / R1 and then press L2 / R2 to cycle through various teams and find your chosen squad.
2. To add the new player to the currently selected team, highlight the player you wish to replace and press ⊗. The replaced player moves to one of three Storage teams.

Note: Repeat this process if you wish the player to belong to both a club side and an International team. However, he may only be added to the national squad that corresponds to his own nationality.

Note: Ensure you save your modified Roster from the My Rugby menu.

Note: From the My Rugby menu, press ▣ to reset all modified Rosters and delete created players.

GAME SETTINGS & SYSTEM SETTINGS

Adjust gameplay options such as Fatigue and Drop Goals and tailor Jukebox and Sound choices.

Note: Adjust the slider bars to set the frequency at which various gameplay options (such as knock-ons) occur during a match.

TOURNAMENTS

Take coaching control of a squad and make your mark in World Championship, Tri-Nations, RBS Six Nations, Super 14 and European Trophy tournaments. Lead the Lions on a tour. Take part in a Ten Nations tournament, comprising the Six Nations and Tri Nations sides along with Argentina. Coach a club to global glory in an expanded World League or rough it up in the newly introduced Guinness Premiership.

TOURNAMENT MENU

Standings table key

Dif: Net points difference **BP**: Bonus Points **PTS**: Tournament gained

Player Statistics table key

Pens: Successful penalty kicks **GK%**: Percentage of successful penalty kicks and conversions **DG**: Drop-goals **PTS**: Individual Points scored

Note: Stars next to a player's name denote him as an Impact Player.

World League

Starting with a modest squad of players from Division 3, you must maintain a winning momentum to meet your coaching goal, play the transfer market wisely and progress through this demanding league's four divisions, whilst contesting a Knockout Cup each season. Your Job Security meter will keep you appraised of your performance – build it up and you may be offered a job in a higher division; let it slide and you'd better get your coat on the way out.

TOURNAMENT MENU (WORLD LEAGUE ONLY)

Once you've embarked on a match, settle on your starting XV, based on player Rating, Form and Morale. Assign the best players to take on specific kicking responsibilities such as your Short Goal Kicker and your Long Punter.

Note: From the Starting XV screen, press ■ to access the Help menu, which describes player information and the role of Form and Morale in detail.

ASSIGNING SET PLAYS (WORLD LEAGUE ONLY)

1. From your main tournament menu, select PRACTICE then from the following Practice menu, select SET PLAYS.
2. Press START to access the Pause menu and then select CHANGE SET PLAYS, then follow the steps under *Assigning Your Set Plays* on p. 10.

ROLES

Roles icon	Role Description	Roles icon	Role Description
C	Captain	LGK	Long Goal Kicker
SGK	Short Goal Kicker	LP	Long Punter
SP	Short Punter	KT	Kickoff Taker

FORM AND MORALE

A player's Form and Morale have a positive or negative influence on his attributes. Both change over time, depending on factors such as the player's own performances and his disciplinary record. It's a factor when considering your starting XV. (Access the Game Help menu from the Starting XV screen for more information.)

THE WORLD LEAGUE TRANSFER MARKET

To climb the divisions, you're going to need to play hard both on the pitch and in the transfer market. It means sorting the wheat from the chaff before the transfer window opens and being ruthless when it does. Keep tabs on your player salaries and your current bank balance so that you're ready to exploit the two transfer windows when they open each year.

Note: During your World League career, you can make an unlimited number of transfers during a window, depending on your available funds.

TRANSFER POINTS

Your bank balance represents the amount of Transfer Points you have to spend on new players. Scoring tries, winning matches in league and Cup games and finishing the season as division champions brings you bonus Transfer Points.

PLAYER SALARY

You must have enough Salary points at the end of the season to cover the combined salaries for all your players or your tournament is over. Your Player Salary and Transfer Point status is displayed after each of your matches. These point balances can also be found on the Squad screen.

Tournament Regulations – Injuries And Discipline

To combat injuries, a squad that has strength in depth is one that stands the best chance of building up a winning momentum through a tournament. The worse an injury, the longer the player is sidelined.

Players committing serious offences are at risk of being cautioned. If a player receives a yellow card he is 'sin binned' (removed from play) for ten minutes. If two yellow cards are shown to the same player or he commits an offence that is serious enough to warrant a straight red card, he plays no further part in the game and his team cannot bring on a substitute for him.

SAVING AND LOADING

You have the option of saving, loading or deleting a User Profile, a customised team Roster that you have created or your Tournament progress.

SAVING AND LOADING USER PROFILES AND ROSTERS

1. From the Main menu, select MY RUGBY.
2. Select LOAD/SAVE and then the LOAD or SAVE option.
3. When saving, press L1 / R1 to toggle between Profile or Roster saves. Choose whether to overwrite an old Profile or Roster or create a new one.

   Note: To delete a Profile or Roster, select SAVE, highlight it and press ◉.

   Note: Upon starting a new game, the Profile that was last saved is automatically loaded with its pre-selected preferences.

SAVING A TOURNAMENT

From your tournament menu screen, select SAVE GAME where you can overwrite or delete any previously saved Tournament or create a new save.

Note: Tournament data is not automatically saved. Save your Tournament progress manually.

LOADING A TOURNAMENT

From the Main menu, select GAME MODES > LOAD TOURNAMENT. Select your saved game slot to load.

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

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